SONY

Operation Software

BZDM-3020

SUPPLEMENT-6 English
Software Version 3.10

Manual to be supplemented

BZDM-3020 User's Guide
1st Edition (Revised 1)
Software Version 1.40 and Later

Digital Multi Effects

DME-3000

BZDM-3020(WW)
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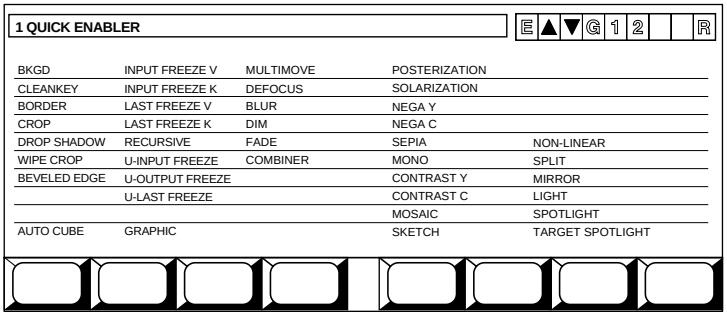
This supplement describes additional functions and changes in the upgrade (Version 3.10) to the BZDM-3020 Operation Software. Add the pages of this supplement to your copy of the BZDM-3020 User's Guide (Revised 1): some pages are replacements for existing pages, and others are new material.

Quick Enabler

Using the QUICK ENABLER menu, you can directly switch on and off settings for effects including nonlinear effects.

QUICK ENABLER Settings – 1

Use the PAGE button in the numeric keypad section together with the numeric buttons, or click the numeric buttons, or click "▲" or "▼" in the top right corner of the menu screen, to select menu page 1, and display the QUICK ENABLER menu.


1 QUICK ENABLER
E ▲ ▼ G 1 2 R
BKGD INPUT FREEZE V MULTIMOVE POSTERIZATION
CLEANKEY INPUT FREEZE K DEFOCUS SOLARIZATION
BORDER LAST FREEZE V BLUR NEGA Y
CROP LAST FREEZE K DIM NEGA C
DROP SHADOW RECURSIVE FADE SEPIA NON-LINEAR
WIPE CROP U-INPUT FREEZE COMBINER MONO SPLIT
BEVELED EDGE U-OUTPUT FREEZE CONTRAST Y MIRROR
U-LAST FREEZE CONTRAST C LIGHT
MOSAIC SPOTLIGHT
AUTO CUBE GRAPHIC SKETCH TARGET SPOTLIGHT

QUICK ENABLER menu display

Changing settings

Align the cursor with the item (effect) you wish to change, and click to toggle the setting on and off.

To jump to the menu corresponding to a particular item

Align the cursor with the item (effect name) and double-click.

For details of each item, see the page number in the following table.

Item	See page
AUTO CUBE	5-2(4)
BKGD (background)	5-3
CLEAN KEY	5-5
BORDER	5-6
CROP	5-8
DROP SHADOW	5-10

(Continued)

(Continued)

Item	See page
INPUT FREEZE V (video input freeze)	5-28
INPUT FREEZE K (key input freeze)	5-28
LAST FREEZE V (video last freeze)	5-28
LAST FREEZE K (key last freeze)	5-28
RECURSIVE	5-30
U-INPUT FREEZE (utility input freeze)	5-59(2)
U-OUTPUT FREEZE (utility output freeze)	5-59(2)
U-LAST FREEZE (utility last freeze)	5-59(2)
GRAPHIC	5-120
MULTIMOVE	5-35
DEFOCUS	5-36
BLUR	5-36
DIM	5-37
FADE	5-37
COMBINER	5-38
POSTERIZATION	5-43
SOLARIZATION	5-43
NEGA Y (negative luminance)	5-44
NEGA C (negative chrominance)	5-44
SEPIA	5-44
MONO	5-45
CONTRAST Y (luminance contrast)	5-46
CONTRAST C (chrominance contrast)	5-46
MOSAIC	5-47
NON-LINEAR (nonlinear effects)	5-50
SPLIT	5-63
MIRROR	5-67
LIGHT	5-86
SPOTLIGHT	5-90
TARGET SPOTLIGHT	5-98

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Selection operation

Press the required function key as shown in the following table to select the required menu.

Function key	Function	See page
F1 (FRONT VIDEO)	Select video signal for the front side of the image.	6-4
F2 (FRONT KEY)	Select key signal for the front side of the image.	6-6
F3 (BACK VIDEO)	Select video signal for the reverse side of the image.	6-8
F4 (BACK KEY)	Select key signal for the reverse side of the image.	6-8
F5 (INPUT INVERT)	Invert the input signal.	6-11
F6 (INTERPOLATION)	Select method of interpolation.	6-12
F7 (EXT VIDEO IN/OUT)	Make external video input settings.	6-13

Top Menu Display When Using a Source Selector

When using a source selector (when an item other than “A/B” is selected in the SOURCE SELECTOR menu), the IN/OUT menu soft key indications appear as follows.

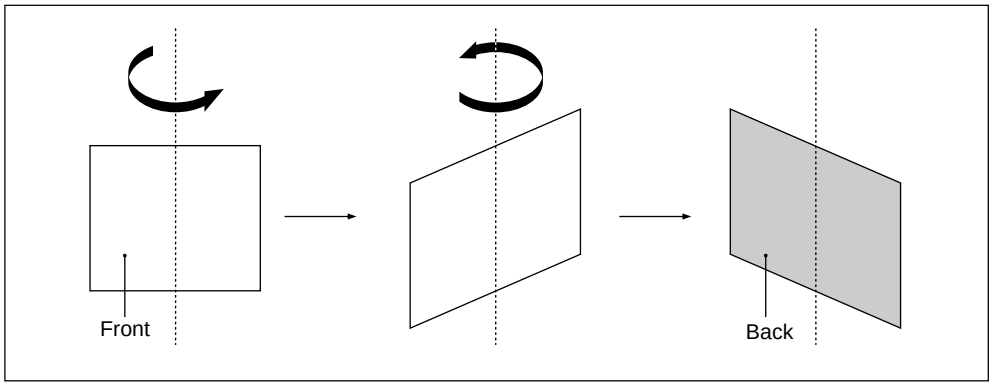
IN/OUT menu soft key indications (when using a source selector)

F7 (EXT VIDEO IN/OUT) is only effective in component mode when the BKDM-3050 or BKDM-7020 option is installed.

Function key	Function	See page
F1 (IN/OUT SELECT)	Select input video and key signals.	6-9
F5 (INPUT INVERT)	Invert the input signal.	6-11
F6 (INTERPOLATION)	Select method of interpolation.	6-12
F7 (EXT VIDEO IN/OUT)	Make external video input settings.	6-13

Video Signal and Key Signal Settings (When Not Using a Source Selector) – 51 to 54

When not using a source selector (*see page 10-19*), select the video and key signals for each of the front and back of the image. The following figure illustrates the conceptual front and reverse, or back, sides of the image.



Conceptual front and back sides

Front Video Settings – 51

In the IN/OUT menu, press F1 (FRONT VIDEO) to display the FRONT VIDEO menu.

FRONT VIDEO menu soft key indications

The following is a typical operation carried out in this menu.

Selecting the front video signal

This process involves selecting the video signal for the front of the image, and making the other necessary settings.
Use the following procedure.

1 Press F1 (SIGNAL), to select “Digital” or “Analog”.

2 Press F2 (INPUT), to select “A” or “B”.
These “A” and “B” signals correspond to the input connectors on the rear panel of the processor.

3 Press F3 (FORMAT), to select the input signal format.
On component systems, this setting and associated indications are only effective if you selected “Analog” in step **1**.

Pressing F3 cycles through the following possibilities.
- On composite systems: 0 IRE → 7.5 IRE
- On component 525-line systems: SMPTE → B-CAM0 → B-CAM7.5
- On component 625-line systems: “EBU” is displayed.

4 Depending on the input signal phase difference, press F4 (TBC CENTER) to change the center position of the time base corrector window.

Pressing F4 cycles through the values 0H → 0.5H → 1H → 1.5H.
The automatic correction range (the TBC window) is ±0.3H centered on the center position selected.
When the input signal is from the AUX BUS of a Sony DVS-series digital video switcher, normally select 1H.

5 Select “PHASE”, and turn the left knob (“Phas”) to adjust the input signal phase.
When using analog signals in a composite system, turn the center knob (“SC”) to adjust the subcarrier phase.

6 To use a two-sided video image, that is with different front and back video signals, press F6 (SEPARATE SIDE), turning it on.

When “SEPARATE SIDE” is on, you can use the BACK VIDEO menu *(see page 6-8)* to select the back video signal.

(Continued)

7 To input a video signal with an H shift for color framing correction, press F5 (H SHIFT) to make the setting.
Off: No H shift.
Left: Shift the horizontal phase of the video input left by 140 ns to carry out color framing correction.
Right: Shift the horizontal phase of the video input right by 140 ns to carry out color framing correction.

To inhibit cross-point switching during key frame execution

To inhibit cross-point switching for a single key frame, press F8 (KF XPOINT HOLD), turning it on.

Front Key Settings – 52

This menu selects the key signal for the front of the image, and makes the other necessary settings.

In the IN/OUT menu, press F2 (FRONT KEY) to display the FRONT KEY menu.

FRONT KEY menu soft key indications

The following is a typical operation carried out in this menu.

Selecting the front key signal

This process involves selecting the key signal for the front of the image, and making the other necessary settings.
Use the following procedure.

1 Press F1 (SIGNAL), to select “Digital” or “Analog”.

2 Press F2 (INPUT), to select “A” or “B”.
These “A” and “B” signals correspond to the input connectors on the rear panel of the processor.

3 Press F3 (KEY SOURCE), to select the key type from one of the following.
Internal: Use the effective area defined using “CROP settings” (*page 5-9*) as the key source.
External: Use an external signal as key source.
Luminance: Use the luminance signal of the input signal as the key source.
Key Off: Force the key signal level to zero.

4 Depending on the input signal phase difference, press F4 (TBC CENTER) to change the center position of the time base corrector window.

Pressing F4 cycles through the values 0H → 0.5H → 1H → 1.5H.
The automatic correction range (the TBC window) is ±0.3H centered on the center position selected.
When the input signal is from the AUX BUS of Sony DVS-series digital video switcher, normally select 1H.

5 If you selected “External” in step **3**, select “Phase”, and turn the left knob (“Phas”) to adjust the phase.
When using analog signals in a composite system, turn the center knob (“Fine”) to make finer adjustment of the phase.

6 If you selected “Luminance” or “External” in step **3**, adjust the following parameters.
- Left knob (“Clip”): key signal reference level (–10 to +110%)
- Center knob (“Gain”): gain of key signal (–100 to +100%)

7 To invert the key signal, press F7 (KEY INVERT), turning it on.

8 To use a two-sided video image, that is with different front and back video signals, press F6 (SEPARATE SIDE), turning it on.

When “SEPARATE SIDE” is on, you can use the BACK KEY menu *(see page 6-8)* to select the back key signal.

To inhibit cross-point switching during key frame execution

To inhibit cross-point switching for a single key frame, press F8 (KF XPOINT HOLD), turning it on.

Back Video Settings – 53

This menu selects the video signal for the reverse side of the image, and makes the other necessary settings.

In the IN/OUT menu, press F3 (BACK VIDEO) to display the BACK VIDEO menu.

BACK VIDEO menu soft key indications

The items shown in this menu, and the function key operations are the same as in the FRONT VIDEO menu.

For details see the section "Front Video Settings – 51" (page 6-4).

Back Key Settings – 54

This menu selects the key signal for the reverse side of the image, and makes the other necessary settings.

In the IN/OUT menu, press F4 (BACK KEY) to display the BACK KEY menu.

BACK KEY menu soft key indications

The items shown in this menu, and the function key operations are the same as in the FRONT KEY menu.

For details see the section "Front Key Settings – 52" (page 6-6).

Video Signal and Key Signal Settings (When Using a Source Selector) – 51

When using a source selector (*see page 10-19*), make settings applying to the video and key signals for each of the front and back of the image.
For a reminder of the meanings of "front" and "back" in this context, see the figure on page 6-4.

In the IN/OUT menu, press F1 (IN/OUT SELECT), and the soft key indications appear as follows.

IN/OUT SELECT menu soft key indications

In this menu, it is possible to select the video and key signals used for both front and back video.

Selecting the front video and key signals

Use the following procedure.

1 Press F1 (FRONT VIDEO).

The system is now ready to accept a front video selection.

2 Enter the button number (0 to 63) of the video signal to be selected using the numeric keypad, and press the ENTER button.

This selects the video signal.

3 To select the key signal by button number, press F2 (FRONT KEY).
To select the key signal previously assigned to the selected video signal, press F6 (AUTO KEY SELECT), turning it on, and skip to step **5**.

4 Enter the button number of the key signal to be selected using the numeric keypad, and press the ENTER button.

This selects the key signal.

(Continued)

5 Press F3 (FRONT KEY MODE) to select the key type as follows.

Internal: Use the box defined as the effective image area in the section "CROP Settings" *(page 5-9)* as the key source.
External: Use an external key signal as the key source.
Luminance: Use the luminance of the input video signal as the key source.
Key Off: Force the key signal level to zero.

6 If you selected "External" or "Luminance" in step **5**, set the following parameters.

- Center knob ("Clip"): reference level for key signal generation (–10 to +110%)
- Right knob ("Gain"): key sensitivity (–100 to +100%)

7 To invert the key signal, press F4 (FRONT KEY INVERT), turning it on.

8 To use different signals for the two sides of the video image, press F5 (SEPARATE SIDE), turning it on.

To inhibit cross-point switching during key frame execution

To inhibit cross-point switching for a single key frame, press F7 (KF XPOINT HOLD), turning it on.

Selecting the back video and key signals

To select the video and key signals for the back of the image, press F8 (FRONT/BACK).
The indications for F1 to F4 change, allowing the video and key signals to be selected for the back of the image.

For details of the settings, see the previous section "Selecting the front video and key signals."

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3 Move the mouse to carry out the transformation.

4 Once the required effect is achieved, press the right mouse button.

The mouse operation returns to normal, and the cursor reappears.

Returning a transformation setting to its default value

With no zone selected, align the cursor with the required item, and double-click.

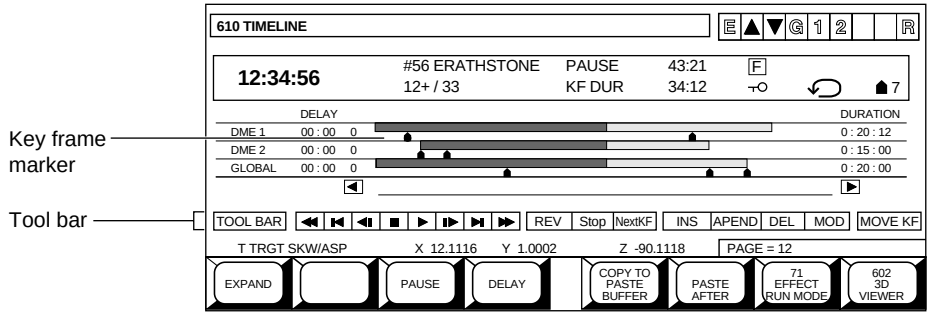
Setting a transform parameter to a detent value

With the appropriate zone selected, double-click the mouse button to release the selection, and change to the detent value (*see page 3-5*).

Key Frame Effect Timeline Status Display – 610

This shows the key frame effect timeline display.

In the STATUS menu, press F5 (TIMELINE) to show the timeline display.



TIMELINE menu

This screen provides a timeline display for each channel of the currently recalled key frame effect, giving an at-a-glance impression of the length of the effect and the current position.

Indications in the upper right corner

F, B: These indicate that the front video or back video respectively is visible.

: This appears when the register is write-protected.

: This appears when the effect is set to loop.

: This indicates the number of key frames in the paste buffer (7 in the above example).

Tool bar operations

Clicking on a button in the tool bar executes the corresponding operation as follows.

TOOL BAR: Clicking on this button toggles the display of the rest of the tool bar on and off.

: Rewind. (Same as the REW button)

(upper row)**:** Move back one key frame. (Same as the PREV KF button)

(lower row)**:** Move back one pause position. (Same as the SHIFT + PREV KF)

: Move back one frame.

: Stop the effect.

: Run the effect. (Same as the RUN button)

: Move forward one frame.

▶| (upper row)**:** Move forward one key frame. (Same as the NEXT KF button)
▶| (lower row)**:** Move forward one pause position. (Same as the SHIFT + NEXT KF)
▶▶**:** Move to the last key frame.
REV: Reverse the direction of the effect. (Same as the REVS button)
Stop Next KF: Run the effect up to the next key frame.
INS: Insert a key frame. If the edit point is on a key frame, insert after that key frame. (Same as the BEFR/INSRT button)
APN: Insert a key frame. If the edit point is on a key frame, insert before that key frame. (Same as SHIFT + BEFR/INSRT)
DEL: Delete a key frame. (Same as the DEL button)
MOD: Modify a key frame. (Same as the MOD button)

Changing the section of the timeline displayed – F1 (EXPAND)

Use the following procedure to change the start point of the section of the timeline displayed or the scale.

1 Press F1 (EXPAND).

2 To change the start point, adjust the left knob (“Start”).

3 To change the length of the section displayed (i.e. the scale), adjust the right knob (“Width”).

Setting a pause position – F3 (PAUSE)

This determines the position at which the effect stops after execution.
A maximum of eight pause positions can be set. (“Multi-pause” function)

Notes

- The pause setting is only effective when you execute the effect using the RUN button on the control panel or by a GPI trigger. When executing an effect under the control of a DVS-6000/6000C switcher system using the key frame link function, or from an editor, the pause setting is ignored.
- When used together with a switcher system which does not support the multi-pause function (DVS series), only one pause position can be set.

1 Select the channel or channels to which the setting is to apply.

2 Stop the effect at the desired pause position.

3 Press F3 (PAUSE), turning it on.

This sets the pause.

Clearing the pause setting

Stop the effect at the currently set pause position, and press F3 (PAUSE), turning it off.

To move the current time to a pause position

Use the following procedure.

1 Select the desired channel.

2
- To move the current time to the immediately preceding pause position, hold down the SHIFT button and press the PREV KF button.
- To move the current time to the immediately following pause position, hold down the SHIFT button and press the NEXT KF button.

Setting a delay – F4 (DELAY)

This sets a delay from the time at which you carry out the effect execution operation to the time at which the execution actually starts.

1 Select the channel or channels to which the setting is to apply.

2 Press F4 (DELAY), turning it on.

3 Enter the delay value (seconds.frames) from the numeric keypad, and press the ENTER button.

This sets the entered value as the delay.

Copying a key frame – F5 (COPY TO PASTE BUFFER) and F6 (PASTE AFTER)

These copy a key frame from one position to another.

1 Select the channel or channels to which the operation is to apply.

2 Stop the effect on the source key frame to be copied.

3 Press F5 (COPY TO PASTE BUFFER).

4 Stop the effect at the position to which you wish to copy the key frame.

5 Press F6 (PASTE AFTER).

This copies the key frame.

Copying a number of key frames – F6 (PASTE AFTER)

This copies a number of key frames from one position to another.

1 Select the channel or channels to which the operation is to apply.

2 Carry out steps **1** to **6** of the procedure "Amending a number of key frames together" (*page 7-12*) to specify the set of key frames to be copied.

3 Stop the effect at the position to which you wish to copy the first of the key frames.

4 Press F6 (PASTE AFTER).

This copies the key frames.

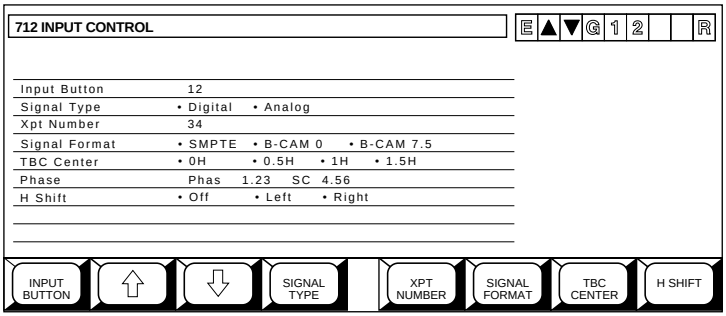
gM

Input Signal Settings – 712

These settings provide adjustment of the signals input to the DME-3000 from the source selector.

For the method of selecting the input signals, see page 6-2.

With the second set of soft key indications shown in the SETUP & DIAG menu, press F2 (INPUT CONTROL) to display the INPUT CONTROL menu.


712 INPUT CONTROL
E ▲ ▼ G 1 2 R
Input Button 12
Signal Type • Digital • Analog
Xpt Number 34
Signal Format • SMPTE • B-CAM 0 • B-CAM 7.5
TBC Center • 0H • 0.5H • 1H • 1.5H
Phase Phas 1.23 SC 4.56
H Shift • Off • Left • Right
INPUT BUTTON
SIGNAL TYPE
XPT NUMBER
SIGNAL FORMAT
TBC CENTER
H SHIFT

INPUT CONTROL menu

F8 (H SHIFT) appears only in composite mode.

The following operation is carried out in this menu.

Making the input signal settings

1 Use one of the following methods to display the button number for the source selector (0 to 63) under the “Input Button” item.

For details of button numbers when two DVS-V1201 or BVS-V1201 units are connected together as source selector, see the figure on page 10-26.

- Press F2 (⇧) or F3 (⇩) to increment or decrement the number.
- Press F1 (INPUT BUTTON), then enter the button number using the numeric keypad.

This selects the signal to which the setting adjustment is to be made.

(Continued)

2 Press F4 (SIGNAL TYPE), to select “Digital” or “Analog”.

3 Press F5 (XPT NUMBER), then enter the DME cross-point number assigned to the input button number selected in step **1**, using the numeric keypad, and in the following ranges.

Digital video switcher: no specification required
BKDM-5080: 1 to 32
BVS-V1201/DVS-V1201: 1 to 23

For details of the assignment of DME cross-point numbers on BVS-V1201/DVS-V1201 units, see “Assignment of DME cross-point numbers on BVS-V1201/DVS-V1201 units” (page 10-26).

4 Press F6 (SIGNAL FORMAT), to select the signal format.

Pressing F6 cycles through a range of possibilities, as follows.

- Composite systems: 0 IRE ⟶ 7.5 IRE
- Component systems, 525 lines: SMPTE ⟶ B-CAM 0 ⟶ B-CAM 7.5
- Component systems, 625 lines: EBU (display only)

Note

In a component system, this operation is only valid if you selected “Analog” in step **2** above.

5 Depending on the input signal phase difference, press F7 (TBC CENTER) to change the center position of the TBC window.

Pressing F7 cycles through the values 0H ⟶ 0.5H ⟶ 1H ⟶ 1.5H.
The automatic correction range (the TBC window) is ±0.3H centered on the center position selected.

When using a Sony digital video switcher (DVS-2000-series, DVS-6000/6000C, DVS-8000/8000C, etc.) or a BKDM-5080 as source selector, normally select 1H.
If using a BVS-V1201/DVS-V1201, select 0H.

6 Turn the left knob (“Phas”) to adjust the phase.

For a composite analog signal, it is also possible to adjust the subcarrier phase using the center knob (“SC”).

7 To input a video signal with an H shift for color framing correction, press F8 (H SHIFT) to make the setting.
Off: No H shift.
Left: Shift the horizontal phase of the video input left by 140 ns to carry out color framing correction.
Right: Shift the horizontal phase of the video input right by 140 ns to carry out color framing correction.
The setting of F8 is stored independently for each input button number.

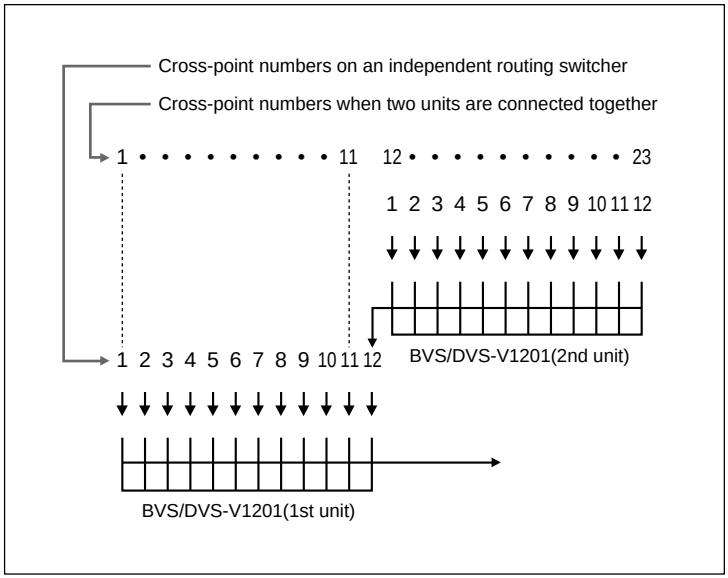
D2 VTR color framing correction

In an editing system using D2 VTRs, if a section of video which has passed through the DME is joined to a section which has not passed through the DME in a single scene, at the cut point there may be a dislocation in the horizontal phase. This occurs because the signal from the playback D2 VTR which has passed through the DME is still subject to a horizontal shift to correct the color framing. The reason for carrying out the horizontal shift on the playback VTR is as follows.

Because of the one frame delay for passing through the DME, the edit IN point is advanced one frame on the playback D2 VTR. As a result, there is a phase difference in the color framing between the reference signal subcarrier and the playback signal subcarrier. To correct for this phase difference, the image is output from the playback VTR with a horizontal shift (H shift processing).

Assignment of DME cross-point numbers on BVS-V1201/DVS-V1201 units

When using two BVS-V1201 or DVS-V1201 units connected together, input the output of the second unit to input 12 of the first unit. In this case the DME cross-point number assignment is as shown in the following figure.


Cross-point numbers on an independent routing switcher
Cross-point numbers when two units are connected together
1 • • • • • • • • • • 11 12 • • • • • • • • • • 23
1 2 3 4 5 6 7 8 9 10 11 12
1 2 3 4 5 6 7 8 9 10 11 12
BVS/DVS-V1201(2nd unit)
BVS/DVS-V1201(1st unit)

DME cross-point number assignment on BVS-V1201/DVS-V1201 units

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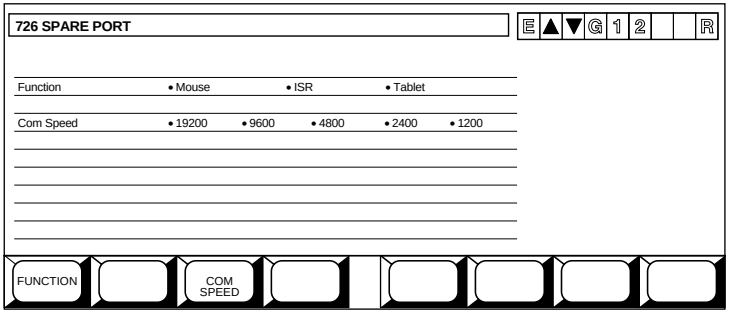
Spare Port Settings – 726

This menu selects the use for the RS-232C connector on the control panel.

With the third set of soft key indications shown in the SETUP & DIAG menu, press F6 (SPARE PORT) to display the SPARE PORT menu.



SPARE PORT menu soft key indications

Selecting the use of the RS-232C connector – F1 (FUNCTION)

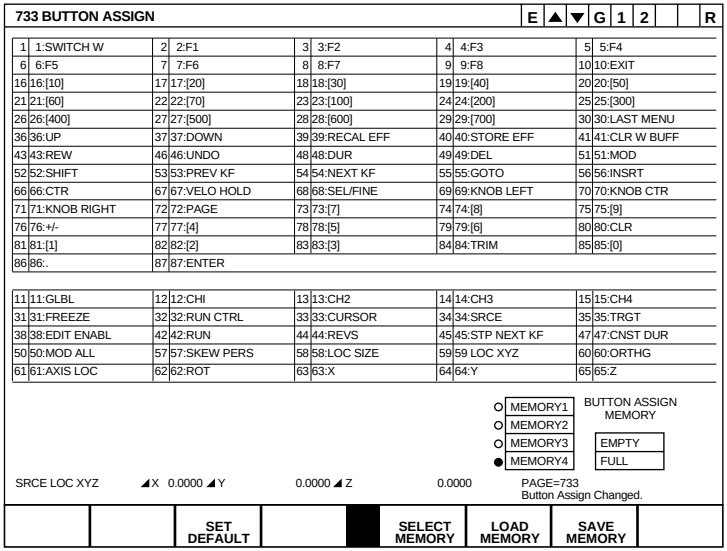
1 Press F1 (FUNCTION), to select the function.
Mouse: an RS-232C interface mouse (PCY-330 or similar)
ISR: Connection to an ISR (Interactive Status Reporting) system. There are three commands available:
- *IDN?
- *STATUS?
- *MSG?

2 If you selected ISR, press F3 (COM. SPEED) to select the data transmission rate.

Control Panel Button Allocations – 733

You can change the functions to which particular control panel buttons are allocated.

Press the PAGE button in the keypad section, then enter menu page number 733 to display the BUTTON ASSIGN menu.


733 BUTTON ASSIGN
E ▲ ▼ G 1 2 R
1 1:SWITCH W 2 2:F1 3 3:F2 4 4:F3 5 5:F4
6 6:F5 7 7:F6 8 8:F7 9 9:F8 10 10:EXIT
16 16:[10] 17 17:[20] 18 18:[30] 19 19:[40] 20 20:[50]
21 21:[60] 22 22:[70] 23 23:[100] 24 24:[200] 25 25:[300]
26 26:[400] 27 27:[500] 28 28:[600] 29 29:[700] 30 30:LAST MENU
36 36:UP 37 37:DOWN 39 39:RECAL EFF 40 40:STORE EFF 41 41:CLR W BUFF
43 43:REW 46 46:UNDO 48 48:DUR 49 49:DEL 51 51:MOD
52 52:SHIFT 53 53:PREV KF 54 54:NEXT KF 55 55:GOTO 56 56:INSRT
66 66:CTR 67 67:VELO HOLD 68 68:SEL/FINE 69 69:KNOB LEFT 70 70:KNOB CTR
71 71:KNOB RIGHT 72 72:PAGE 73 73:[7] 74 74:[8] 75 75:[9]
76 76:+/- 77 77:[4] 78 78:[5] 79 79:[6] 80 80:CLR
81 81:[1] 82 82:[2] 83 83:[3] 84 84:TRIM 85 85:[0]
86 86:. 87 87:ENTER
11 11:GLBL 12 12:CHI 13 13:CH2 14 14:CH3 15 15:CH4
31 31:FREEZE 32 32:RUN CTRL 33 33:CURSOR 34 34:SRCE 35 35:TRGT
38 38:EDIT ENABL 42 42:RUN 44 44:REVS 45 45:STP NEXT KF 47 47:CNST DUR
50 50:MOD ALL 57 57:SKEW PERS 58 58:LOC SIZE 59 59 LOC XYZ 60 60:ORTHG
61 61:AXIS LOC 62 62:ROT 63 63:X 64 64:Y 65 65:Z
MEMORY1
MEMORY2
MEMORY3
MEMORY4
BUTTON ASSIGN MEMORY
EMPTY
FULL
SRCE LOC XYZ
◢X 0.0000 ◢Y
0.0000 ◢Z
0.0000
PAGE=733
Button Assign Changed.
SET DEFAULT
SELECT MEMORY
LOAD MEMORY
SAVE MEMORY

Interpreting the menu display

The buttons on the control panel are numbered from 1 to 87.

- The blue number to the left of each item is the number of the button to which it is currently allocated.
- The number to the right and the legend are the fixed assigned number and the button name on the control panel.

For example, if the function of the CURSOR button (button number 33) is assigned to the RUN CTRL button (button number 32), it appears as follows.

The buttons are displayed in two groups: the upper group contains the buttons with no LEDs, and the lower group the buttons with LEDs. It is not possible to assign functions from one group to buttons of the other group.
As an exception, it is possible to assign “RUN” to the SEL/FINE button.
Items shown in red (Function, Exit, Channel, and numeric keypad section) cannot be assigned.

Copying the function of one button to another

Click the left mouse button on the source item for the copy, and drag to the destination item.
The indication of the allocated number changes, and the button name changes to violet.

Restoring a button to its original allocation

Click the left mouse button on the changed item.
This changes back the button number and name to their original values.

Restoring the buttons to their factory defaults – F3 (SET DEFAULT)

Press F3 (SET DEFAULT).
This restores the buttons to their factory defaults.

Saving the button allocations – F5 (SELECT MEMORY), F7 (SAVE MEMORY)

To save the changed button allocations in nonvolatile memory within the control panel, use the following procedure.

1. Press F5 (SELECT MEMORY).
2. Select the memory by number (1 to 4).
3. Press F7 (SAVE MEMORY).

   This saves the button allocations in memory within the control panel, and the register indications change to light blue (FULL).

   If a set of button allocations is already stored in this memory, the following message appears.

Do you want to overwrite ? [OK](ENTER)/[CANCEL](EXIT)

   To overwrite, press the ENTER button, and to cancel the operation press the EXIT button.

Loading button allocations – F5 (SELECT MEMORY), F6 (LOAD MEMORY)

Use the following procedure.

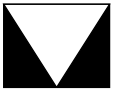
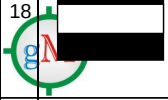
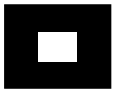
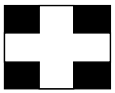
1. Press F5 (SELECT MEMORY).
2. Select the memory by number (1 to 4).
3. Press F6 (LOAD MEMORY).

   This loads the button allocations from memory in the control panel.

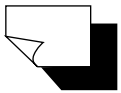
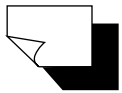
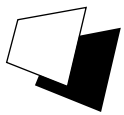
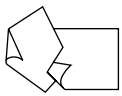
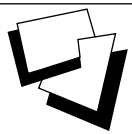
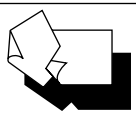
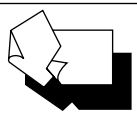
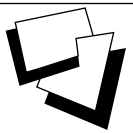
Appendixes

List of Wipe/Mix Patterns A-2
Drop Shadows: Dependence on Option Boards, Effect Type and Shadow Mode A-3
Effect Pattern List A-4

List of Wipe/Mix Patterns

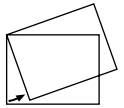
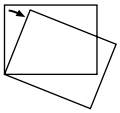
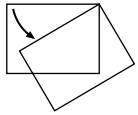
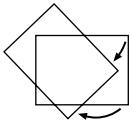
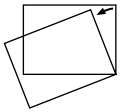
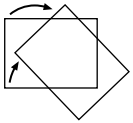
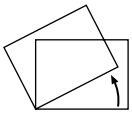
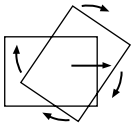
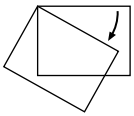
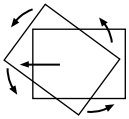
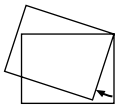
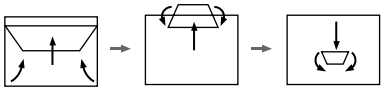
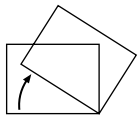
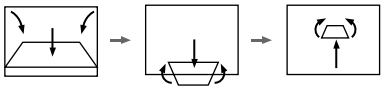
1		3		5		6	
7		8		9		10	
13		14		15		16	
17		18		19		21	
22		23		24		26	
27		48	MORE	49	POLY	304	

Drop Shadows: Dependence on Option Boards, Effect Type and Shadow Mode

Option boards fitted		Effect type		Shadow mode setting	
BKDM-3050[a]	BKDM-3060[b]	Overlap[c]	Non-overlap[d]	AUTO	TARGET[e]
		√			—
			√		—
	√	√			
			√		
√		√			—
			√		—
√	√	√			
			√		

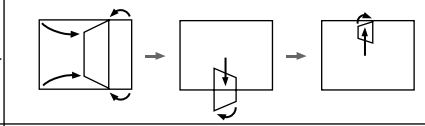
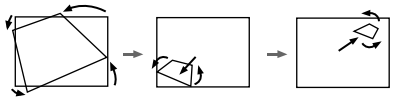
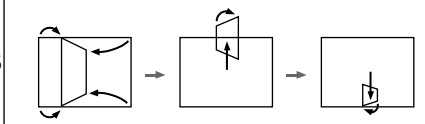
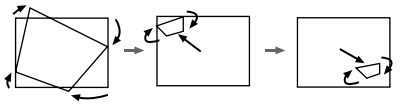
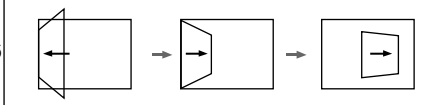
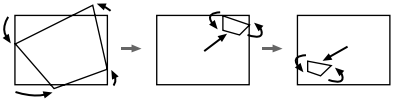
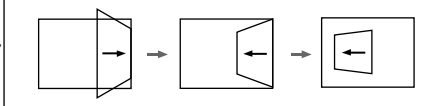
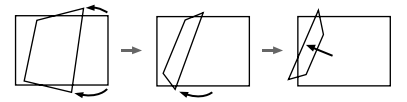
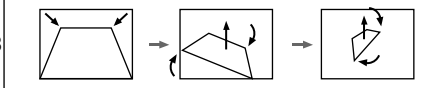
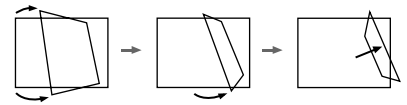
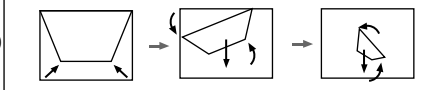
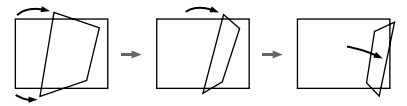
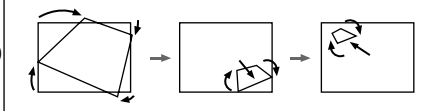
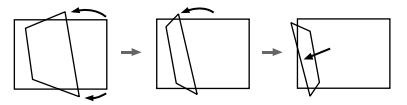
a) Combiner / lighting board
b) Key channel / recursive effects board
c) Overlap: the “overlap nonlinear effects,” viz. page turn, roll, cylinder and sphere
d) Non-overlap: all nonlinear effects other than the “overlap nonlinear effects”, and three-dimensional linear transformations
e) It is only possible to select TARGET mode when the BKDM-3060 is fitted.

Effect Pattern List

3D transform effects			
1500		1507	
1501		1508	
1502		1509	
1503		1510	
1504		1511	
1505		1512	
1506		1513	

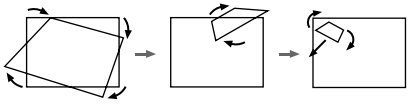
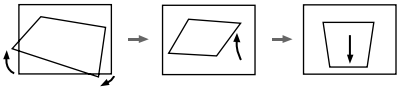
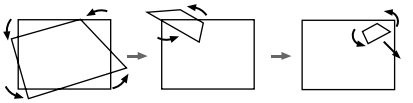
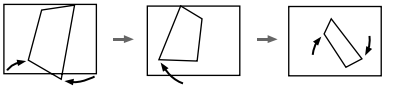
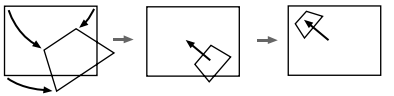
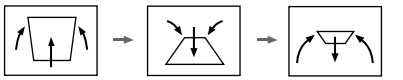
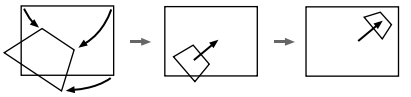
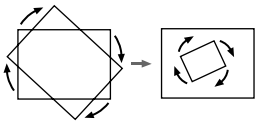
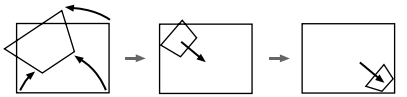
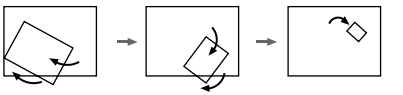
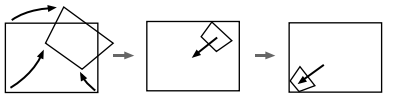
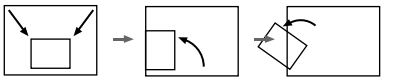
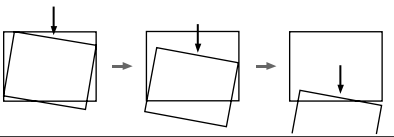
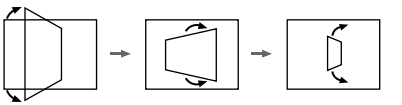
(Continued)

3D transform effects (Continued)

1514		1521	
1515		1522	
1516		1523	
1517		1524	
1518		1525	
1519		1526	
1520		1527	

(Continued)

3D transform effects (Continued)

1528		1535	
1529		1536	
1530		1537	
1531		1538	
1532		1539	
1533		1540	
1534		1541	

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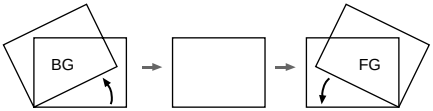
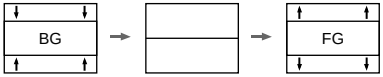
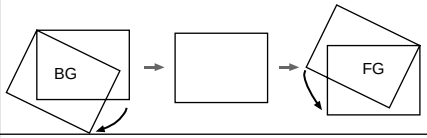
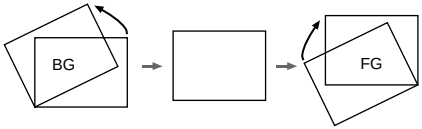
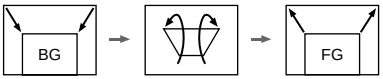
3D transform effects (Continued)

1550		1557	
1551		1558	
1552		1559	
1553		1560	
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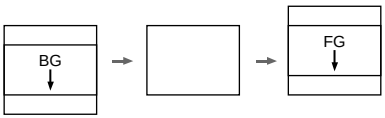
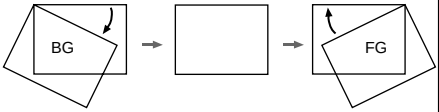
1555		1562	
1556		1563	

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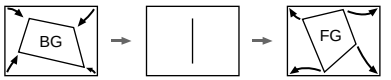
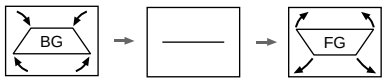
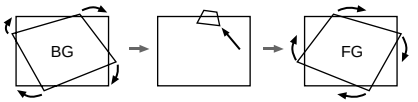
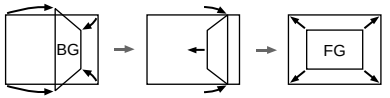
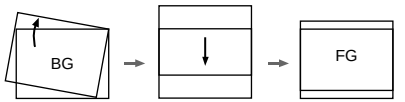
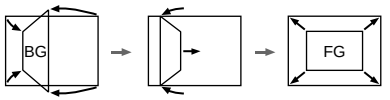
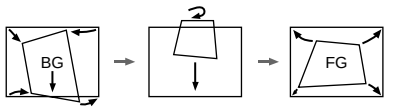
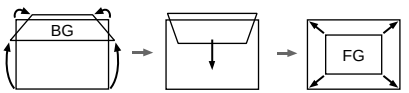
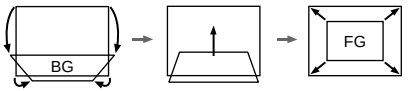
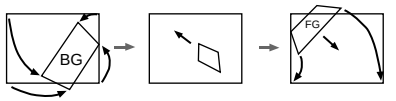
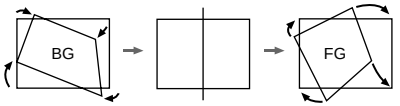
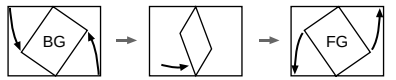
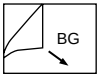
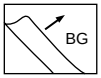
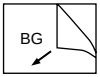
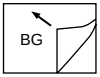
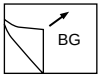
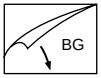
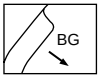
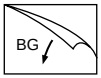
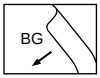
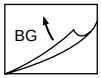
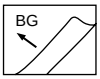
3D transform effects (Continued)

1564		1571	
1565		1572	
1566		1573	
1567		1574	
1568		1575	
1569		1576	
1570		1577	

Sparkle effects			
1600		1607	
1601		1608	
1602		1609	
1603		1610	
1604		1611	
1605		1612	
1606		1613	

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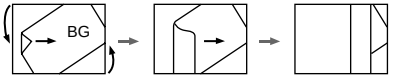
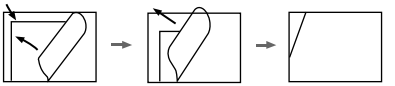
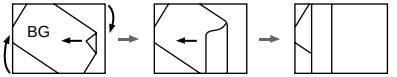
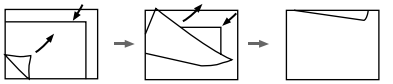
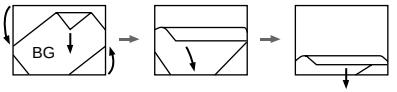
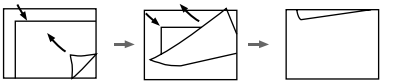
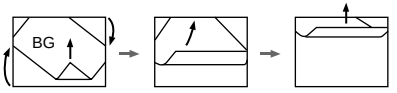
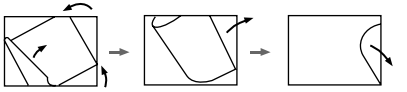
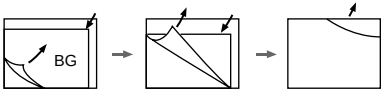
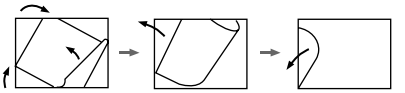
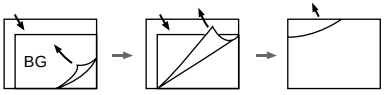
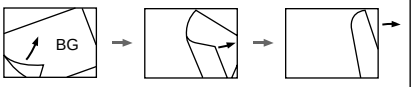
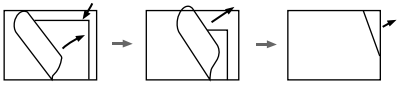
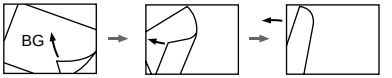
Sparkle effects (Continued)

1614		1623	
1615		1624	
1616		1625	
1617		1626	
1620		1627	
1621		1628	
1622		1629	

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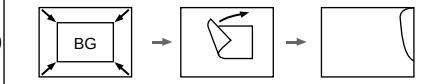
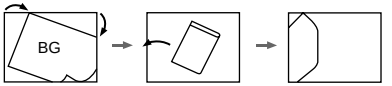
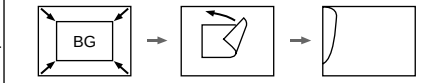
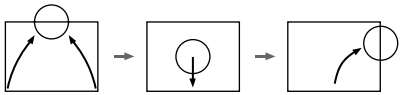
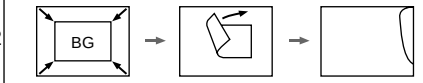
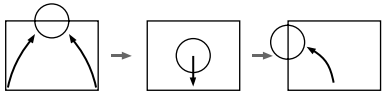
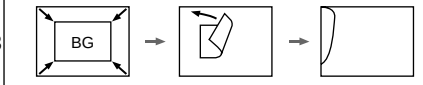
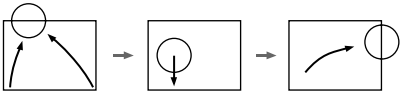
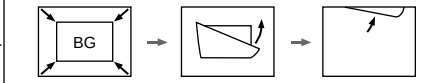
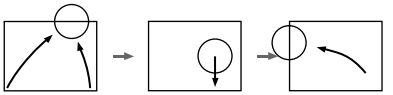
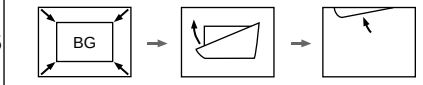
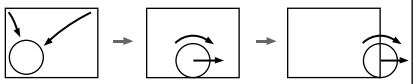
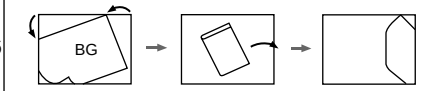
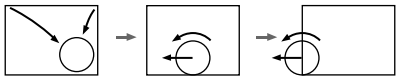
Sparkle effects (Continued)

1630		1637	
1631		1640	
1632		1641	
1633		1642	
1634		1643	
1635		1644	
1636		1645	

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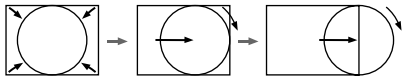
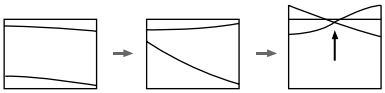
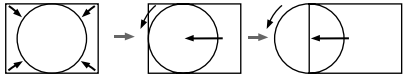
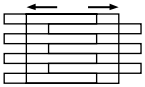
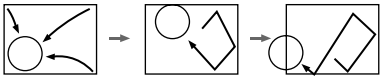
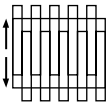
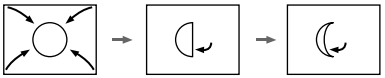
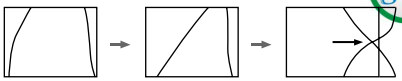
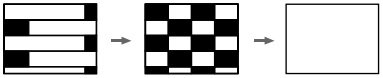
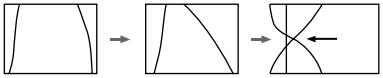
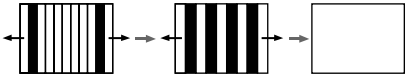
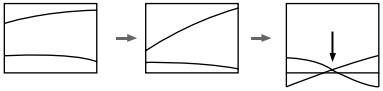
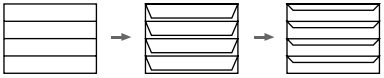
Sparkle effects (Continued)

1646	 CIRCLE	1653	
1647	 CIRCLE	1654	
1648		1655	
1649		1656	
1650		1657	
1651		1658	 FLYING BARS
1652		1659	 BLIND

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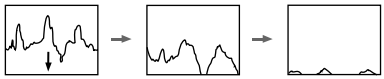
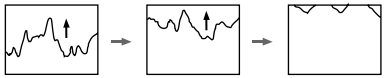
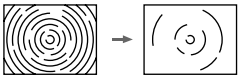
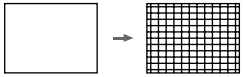
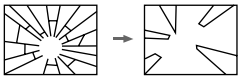
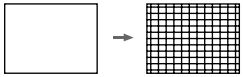
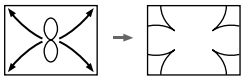
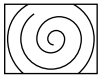
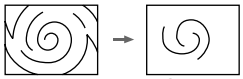
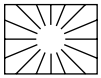
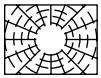
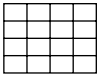
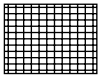
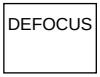
Sparkle effects (Continued)

1660	 MELT	1672	RIPPLE(Radial)
1661	 MELT	1673	RIPPLE(Angular)
1662	 RINGS	1674	 MOSAIC(H&V)
1663	 BROKEN GLASS	1675	 MOSAIC(SLANT)
1664	 EXPLOSION	1676	 SWIRL
1665	 SWIRL	1677	 KALEIDO
1670	WAVE	1678	 KALEIDO
1671	FLAG		

Effect Pattern List

Picture modify effects			
1700	 MULTI MOVE	1702	 MOSAIC
1701	 DEFOCUS		